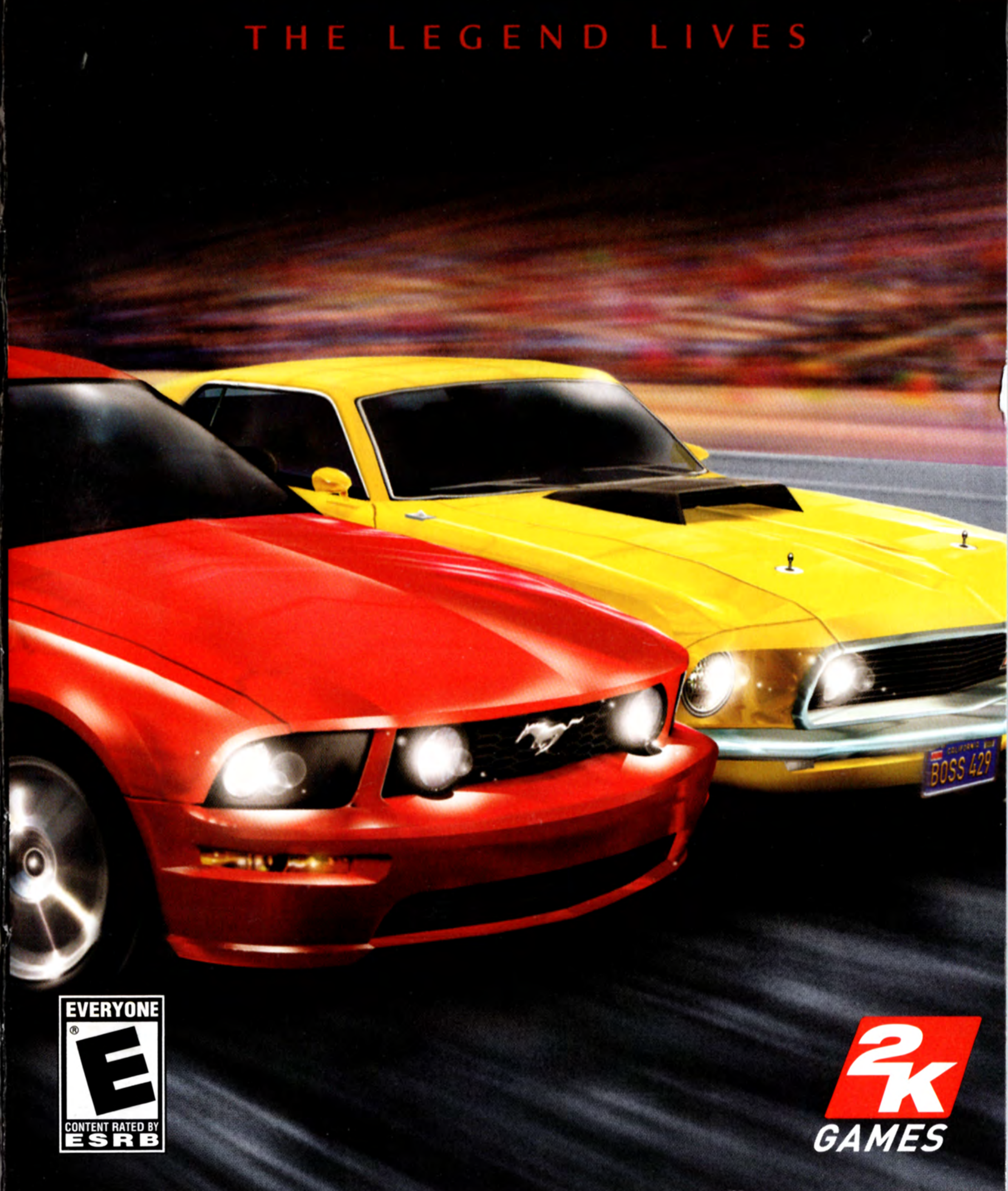
Ford

MUSTANG

THE LEGEND LIVES



EVERYONE

E

CONTENT RATED BY ESRB

2K GAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

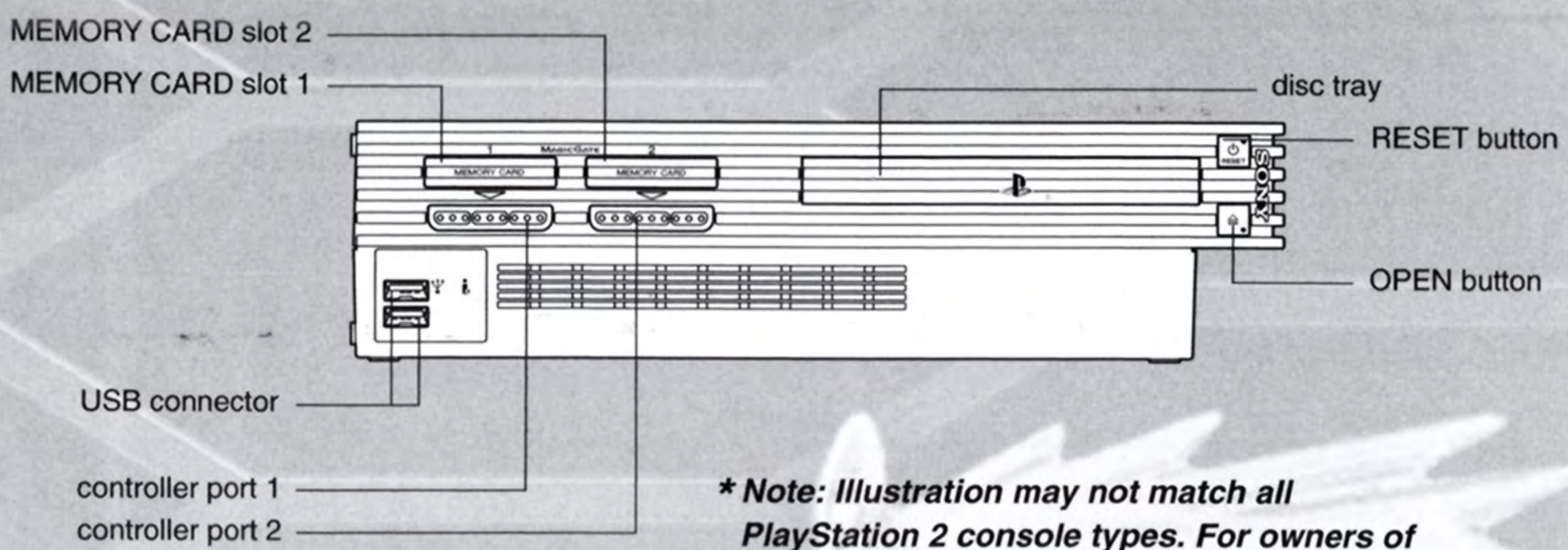
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2
Controls 3
Profiles.....4
The Main Menu.....4
Options 5
The Race Display 6
Drafting 6
The Pause Menu.....6
Driving with Style 7
Selecting your Car, Transmission 8
Series and Track.....9
Career Mode 10
Arcade Mode 11
Challenge Mode 12
Multiplayer Mode 13
Credits 14
Support and Warranty Information.....20

GETTING STARTED*



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

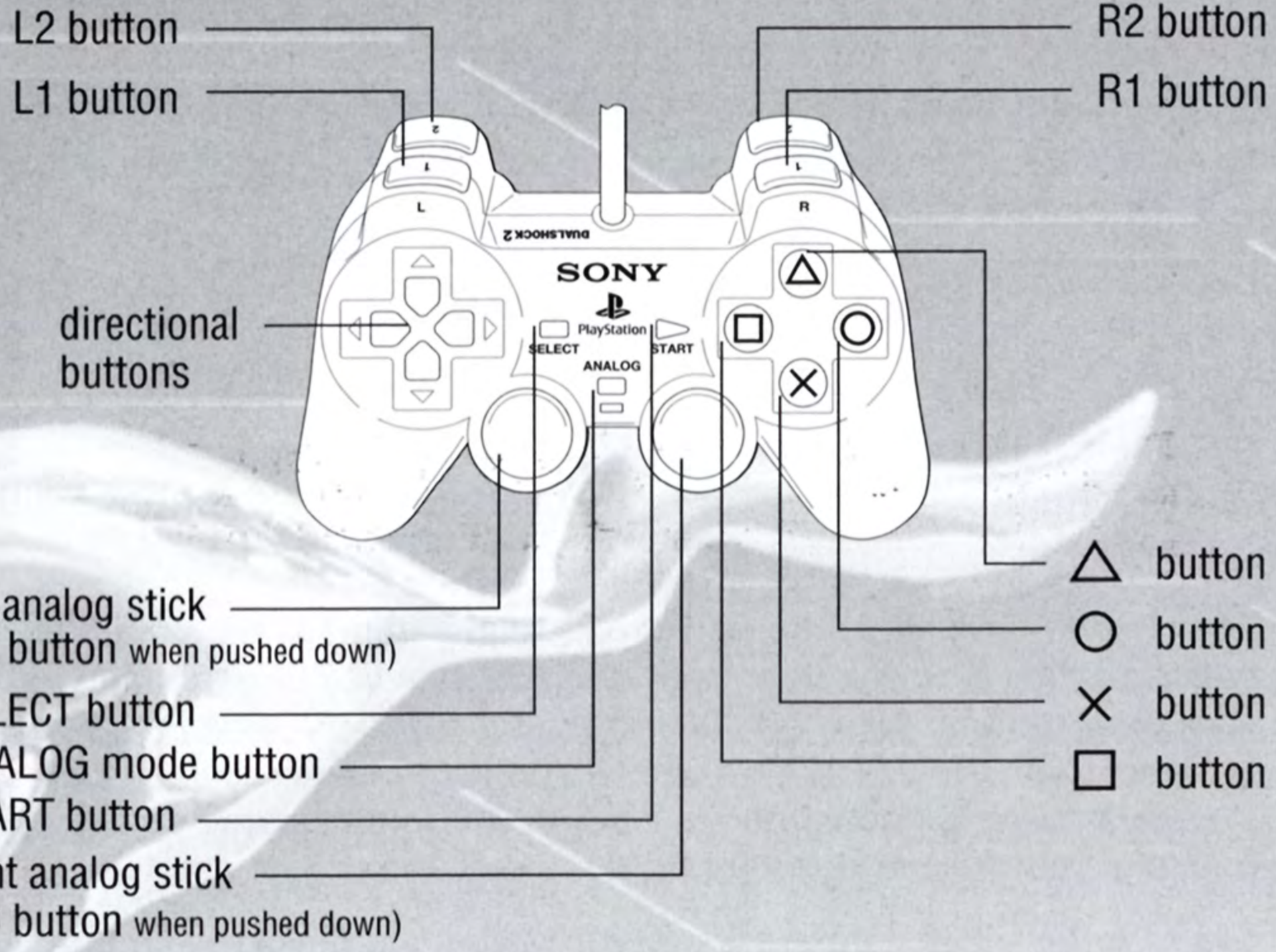
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the FORD MUSTANG disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ACTION	CONTROLLER	WHEEL
Menu Navigation	Directional buttons Left analog stick	Directional buttons
Accept Choice in Menu Navigation	⊗ button	⊗ Button
Back up or return to racing in menu navigation	△ button	△ button
Steering	Directional buttons/Left analog stick	Wheel
Accelerate	⊗ button	Accelerate
Brake/Reverse	□ Button	Brake
Gear Up (Manual and Semi-Auto Transmissions only)	R2 button	R2 button
Gear Down (Manual Transmission Only)	L2 button	L2 button
Look Behind	L1 button	L1 button
Hand Brake	○ button	○ button
High Beam Lights	R3 button	R3 button
Toggle HUD	SELECT button	SELECT button
Change View	△ button	△ button
Pause	START Button	START Button

Steering Wheels Supported:

Logitech® Driving Force™

Logitech® Driving Force™ Pro (in 200 degree mode)

The Legend Lives

Since April of 1964 the Mustang has sold over 8 million vehicles and has generated a strong following of enthusiasts, aftermarket manufacturers, websites, and publications–all dedicated to this iconic vehicle. **Ford Mustang** allows you to get behind the wheel and drive the hottest cars from the 40 year history of the Ford Mustang on 22 tracks in 7 U.S. cities.

From the *Title Screen*, press the START button to begin the game!

THE PLAYER PROFILE MENU

Use the directional buttons or the left analog stick to choose either *New Profile* or *Load Profile.*

New Profile – Highlight the *New Profile* icon and press the ⊗ button to begin creating a new profile. Input a profile name by using the left analog stick or directional buttons to highlight letters and pressing the ⊗ button to select them. Once you have decided on your profile name, highlight *Done* and press the ⊗ button to confirm your profile name and save this profile to your memory card (8MB) (for PlayStation®2), if inserted.

Load Profile – Highlight the *Load Profile* icon and press the ⊗ button to begin loading a saved profile. A list of saved profiles will appear. Highlight a profile by using the left analog stick or directional buttons and press the ⊗ button to load it.

AUTOSAVE

Ford Mustang uses an Autosave feature. When you see the autosave icon in the top right corner of the screen do not remove memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or MEMORY CARD slot 2, controller, or reset/switch off the console.

THE MAIN MENU

From here you may select which game mode you wish to play or adjust your game options.

Single Player Modes

Career Mode – In Career Mode, you are entered into a series of races and score points based on your finishing position. To progress you must achieve the Position Point Values required to "unlock" the next track.

Arcade Mode – Arcade Mode emulates the "Coin Op" style of game, where progression is based upon the use of Credits and qualification for the next "level" of play.

Challenge Mode – Here you are given the opportunity to try out various "challenges" in your favorite Mustangs. Compete in Time Trial Races or Slalom Races.

Multiplayer Modes

Quick Race – Grab a friend, pick your favorite Mustangs, choose the track and race!

Catch Up Race – Here two players compete by outdistancing each other. You begin from a static start and the objective is to outdistance your rival.

OPTIONS

CONTROLLERS

Configuration – This is where you change the button configuration of your controller. Highlight Configuration and press the left/right directional buttons to cycle through the various button layouts.

Vibration – Here you are given the option to enable/disable the vibration function of your controller. Highlight *Vibration* and press the left/right directional buttons to toggle the vibration function.

SOUND

Sound Mode – This is where you can adjust your sound settings. Highlight *Sound Mode* and press the left/right directional buttons to cycle through the different sound modes.

Surround – enables ***Dolby Pro Logic II*** surround sound

Stereo – enables stereo sound

Mono – enables monaural sound

Music Volume – This is where you adjust the music volume. Highlight *Music Volume* and press the left/right directional buttons to adjust the music volume.

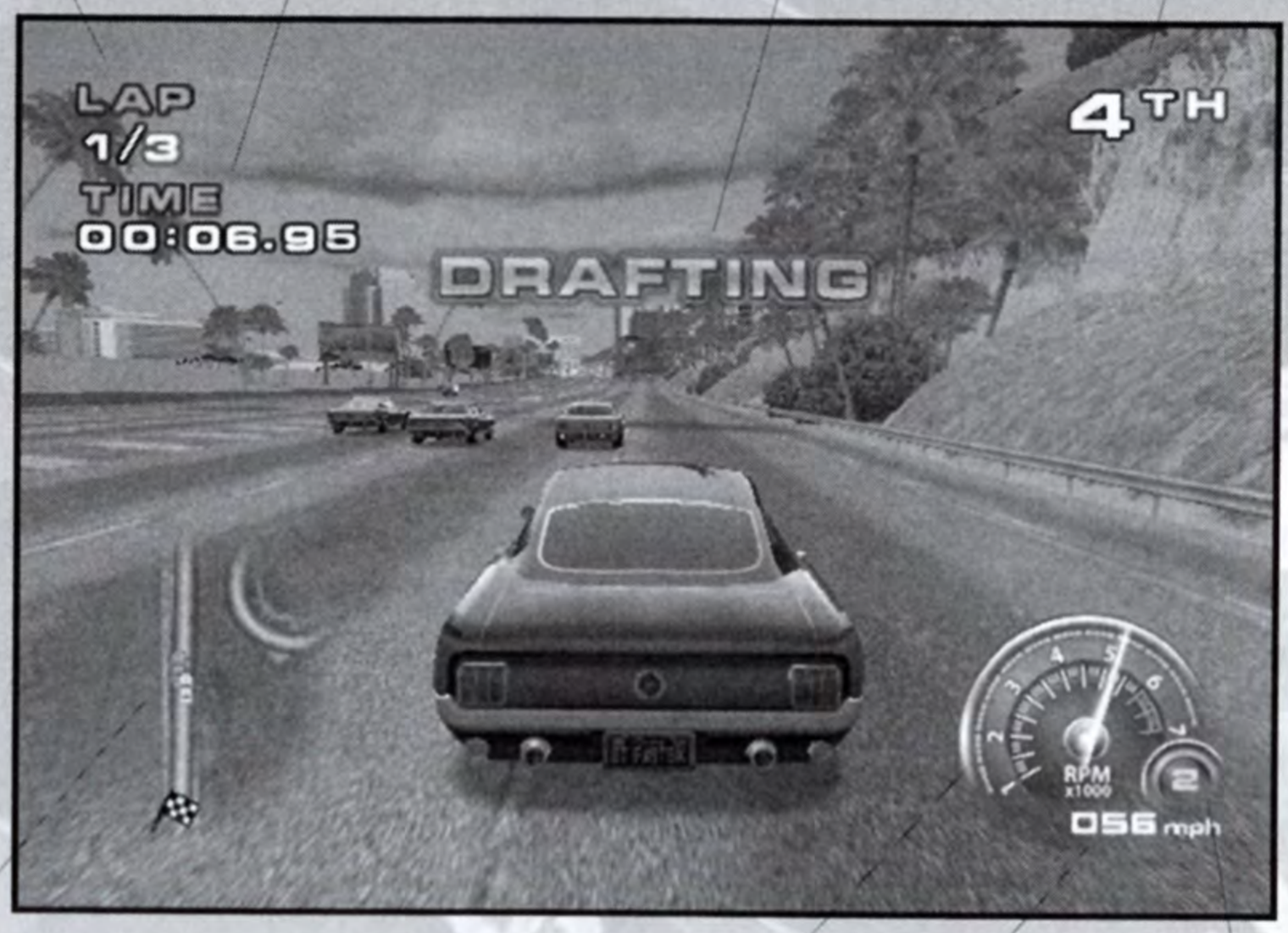
Sound Volume – This is where you adjust the sound effects volume. Highlight *Sound Volume* and press the left/right directional buttons to adjust the sound effects volume.

Adjust Screen – Highlight *Adjust Screen* and press the ⊗ button to enter the Adjust Screen menu. Use the left analog stick or the directional buttons to adjust your screen position and then press the ⊗ button to confirm, the △ button to cancel or the ○ button to reset the screen to the default position.

Enable Autosave – This is where you can enable Autosave if not previously enabled.

Progress – This is where you can view your game progress, including number of cars unlocked, total style points, and number of lap records.

THE RACE DISPLAY



DRAFTING

Drafting is a technique that is used by drivers in almost every type of automobile racing. It can help you turn a race around when it looks like there is no hope. To draft, stay directly behind a fellow racer and watch your speedometer. When it begins to turn yellow, you are drafting. You will gain speed and you can use this to pass your opponent. Remember, your opponents can also draft when they are behind you.

THE PAUSE MENU

When you are in-game, you can press the START button to pause the game. A menu will appear on screen which gives you several options.

Back to Race – This will un-pause the game and return you to the race.

Options – This will take you to the in-game options menu.

Retry – This will restart the race from the beginning, but remember that in Arcade mode, this will use one of your credits.

Quit Race – This will end the current race and return you to the previous menu.

HOW TO DRIVE WITH STYLE

STYLE POINTS

Style Points are awarded for pulling off maneuvers that require skill and control to execute, such as power slides and feints. Style points will also be needed to unlock certain Mustangs.

As you begin a style move, the name of the move plus the number of points you are scoring appears on screen. For certain moves, the score will continue to increase the longer you hold the move. Should you hit another vehicle or collide with any element of the track, you will lose any points you were accumulating.

Here is a list of all of the moves that will earn you style points:

Power Slide	Drift by applying the throttle to induce loss of rear wheel traction.
E-brake Drift	Drift by using the emergency brake to swing the rear of the car.
Braking Drift	Drift by using the foot brake to lose traction in the front wheels.
Jump Drift	Drift by banging the car off a curb or other large obstruction in a way that induces loss of rear wheel traction.
Long Drift	Extend your current drift for a long period of time.
Kansei Drift	Enter a corner at full speed and then release the throttle suddenly, inducing a drift with no throttle.
Feint	Turn the car in one direction and then suddenly in the other, using the sudden weight shift from one side to the other in order to break rear wheel traction.
Swaying	Large long drift, first to one side, then the other, and so on.
Big Air	Put some vertical distance between your car and the ground.
Two Wheels	Get the car up on two wheels.
Drafting	Use an opposing racecar's slipstream to gain an aerodynamic advantage.
Near Miss	Drive near traffic cars without colliding.

THE CAR SELECT SCREEN

Here you may select which car you wish to drive. As you progress through the game, more cars become available. Cars unlocked in *Arcade Mode* may be used in some *Career* and *Quick Race* modes and vice-versa. To unlock the full complement of Mustangs in **Ford Mustang**, you must complete all game modes.

Cycle through the available cars by using the left analog stick or directional buttons. Each car is rated based on Acceleration, Top Speed and Handling. When selecting a car, you will notice a five star rating for each category. This will help determine which car is best suited for each track.

After selecting a car, if available, you may select the color of the car. Once a car and color have been selected, you will then be prompted to select the Transmission Type.

TRANSMISSION TYPES

Ford Mustang allows you to select 3 different types of Transmissions:

Manual Transmission - With this transmission, you shift up and shift down manually.

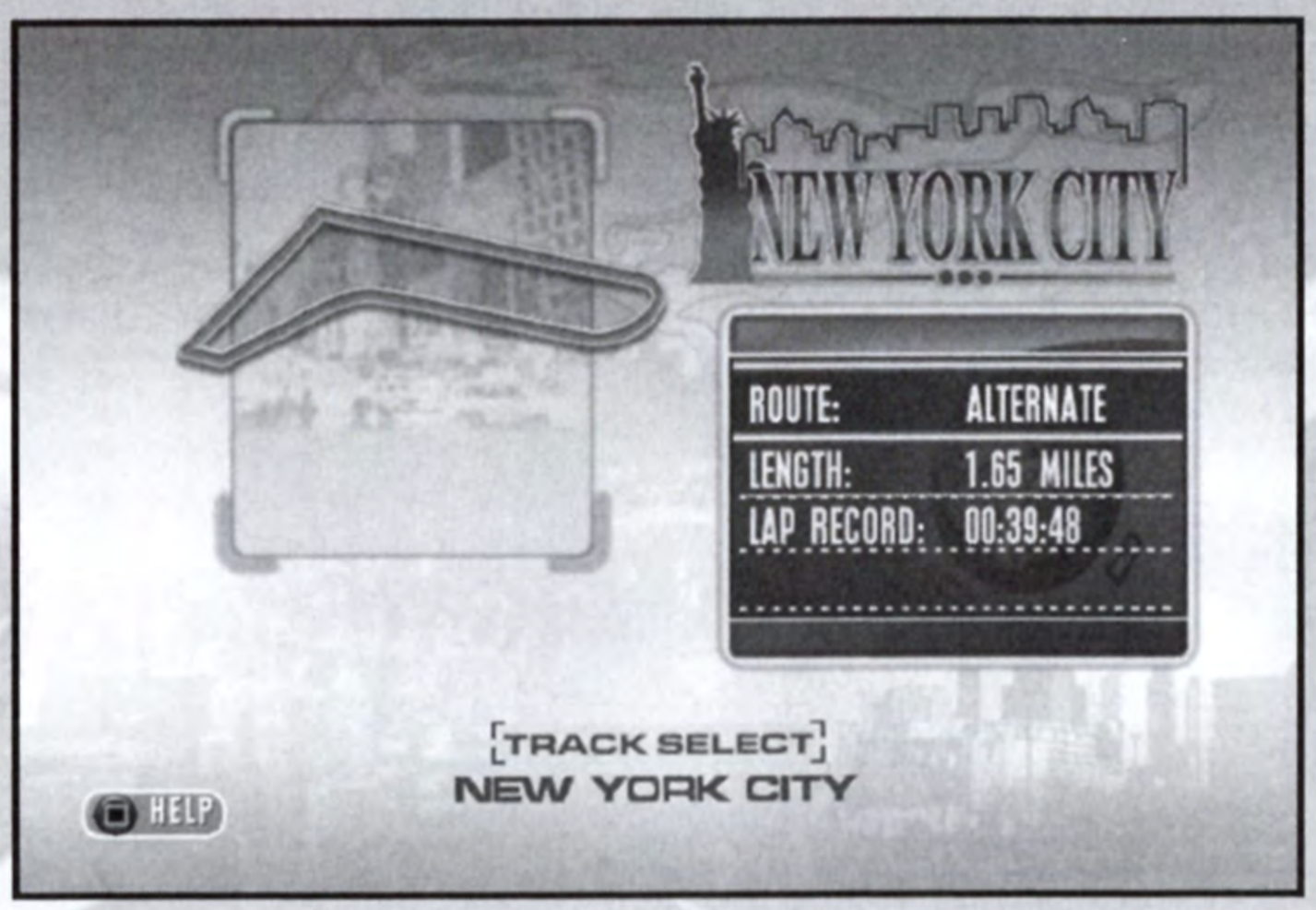
Automatic Transmission - With this transmission, you do not have to worry about shifting, as the game automatically changes gear for you.

Semi-Automatic Transmission - With this transmission you control the up-shift, but down-shifting is performed automatically by the game. This allows you to shift at higher, optimal revs.

THE SERIES SELECTION SCREEN

In *Time Attack, Eliminator,* and *Career* modes, there are two series available: *Amateur* and *Professional. Professional* must be unlocked before it can be selected.

THE TRACK SELECT SCREEN



Some game modes require you to select the track you wish to race upon. Note that initially not all tracks are available in every mode, but they will become unlocked as you progress through the game.

Use the left/right directional buttons to cycle through the available tracks and then select the one you wish to race.

Single Player Modes

A number of Single Player Modes are available. When you select the Single Player option, you are taken to the Single Player Mode Screen where you may select which game mode you wish to play.

CAREER MODE

Career Mode pits you against your rivals in a series of races where you score points based on your finishing position. To progress you must achieve the Position Point Values required to "unlock" the next track.

Position Points are awarded based upon finishing position:

1st Place	***500 Points***
2nd Place	***250 Points***
3rd Place	***100 Points***
4th Place	***0 Points***

Please note that points are only awarded for the best finishing position. For example, if you finished in 2nd place you would be awarded 250 Points. If you tried again and finished in 3rd position, you would not be awarded any additional points. Should you finish in 1st place, you would receive a further 250 Points (as you've already won 250 Points for the earlier second place finish).

Upon selection of this mode, you are prompted to select which series you wish to attempt – Amateur or Professional. Please note that Professional is only available once Amateur has been completed.

On the Track Select Screen you are informed of the Position Points Score required to open that track. Should you achieve the required score, that track now becomes available to race upon.

In the case of an "unlocked" track, you are shown your position and the Position Points scored. In addition, the Track Select Screen also displays a running total of your Position Points.

Once you have selected your Track, the race begins.

ARCADE MODE

Arcade Mode emulates the "Coin-Op" style of game, where progression is based upon the use of credits and qualification for the next "level" of play. In Arcade Mode there are three arcade-style games to choose from:

Quick Race

Here you may replay any of the races you have previously unlocked. As you progress through the game, you will unlock tracks and cars that may be used in Quick Race mode. Note that there is no progression in Quick Race mode.

Time Attack

In this mode you compete in a series of three races, progressing by winning each subsequent race. In each race you must reach the next checkpoint within the designated time otherwise you will fail the race. You are given 3 credits to complete each series. Each time you fail or choose to retry a race, you will lose one credit. If you run out of credits, you will need to restart the series from the beginning.

Eliminator

In this mode you compete in a series of races against 3 AI drivers. At the end of the race, the driver that finishes in last place is eliminated, thus reducing the field of competition and raising the position in which you must rank to proceed. In other words, in the first race you must finish in 3rd or better in a field of 4 competitors. In the next round, you must finish 2nd or better in a field of 3 competitors and in the final round you must finish 1st against just one rival.

CHALLENGE MODE

Here you are given the opportunity to push your Mustang's speed and handling to the limit. Time Trial will test your ability to beat a best time on a given course while the Slalom challenge will test your ability to maneuver through a series of gates.

Time Trial Challenge

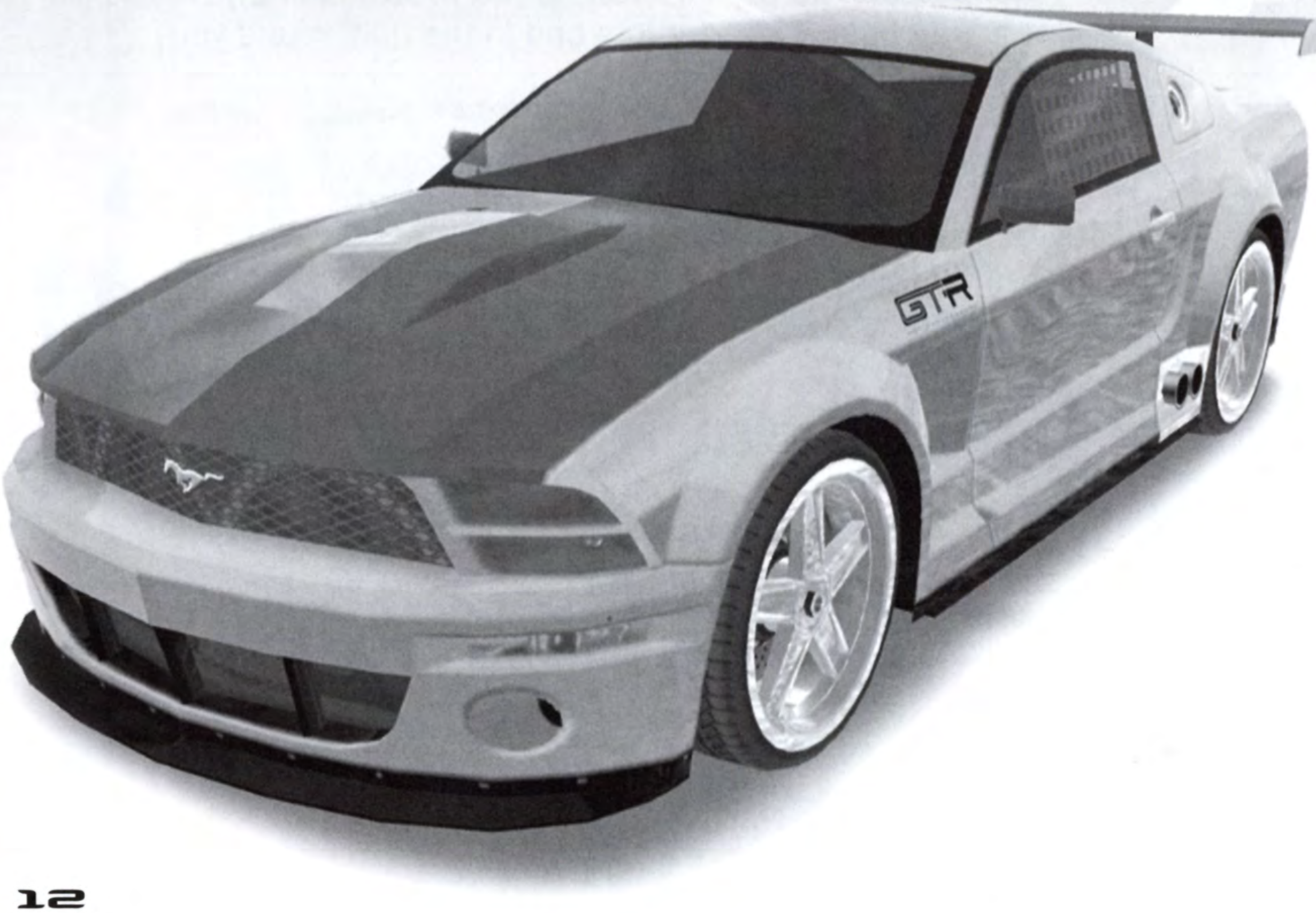
In Time Trial Challenges, you must complete three laps in the fastest possible time. At the start of the challenge, you are informed of the best time and the number of laps you must complete in that time.

When the record is beat the challenge is completed.

Slalom Challenge

In Slalom Challenges, you must complete a circuit track in a specified amount of time while successfully navigating a series of gates. A required number of gates which must be passed through successfully is given at the beginning of the race. You must achieve this goal if you are to progress to the next track.

Each track has three modes of difficulty. Difficulty is based on time and number of required gates. With each level of difficulty, the required race time is decreased while the required number of gates increases.



MULTIPLAYER MODE

In Multiplayer Mode, two players may race each other head-to-head on any of the tracks unlocked in the Single Player Game Modes. Upon selection of this option, you are asked which Multiplayer Mode you wish to compete in:

Multiplayer Quick Race

This mode behaves in an identical manner to Single Player Quick Race, in that there's no progression. Simply select the Track you wish to race upon and which cars you wish to drive. The winner is the first player to pass the finish line on the final lap of the race.

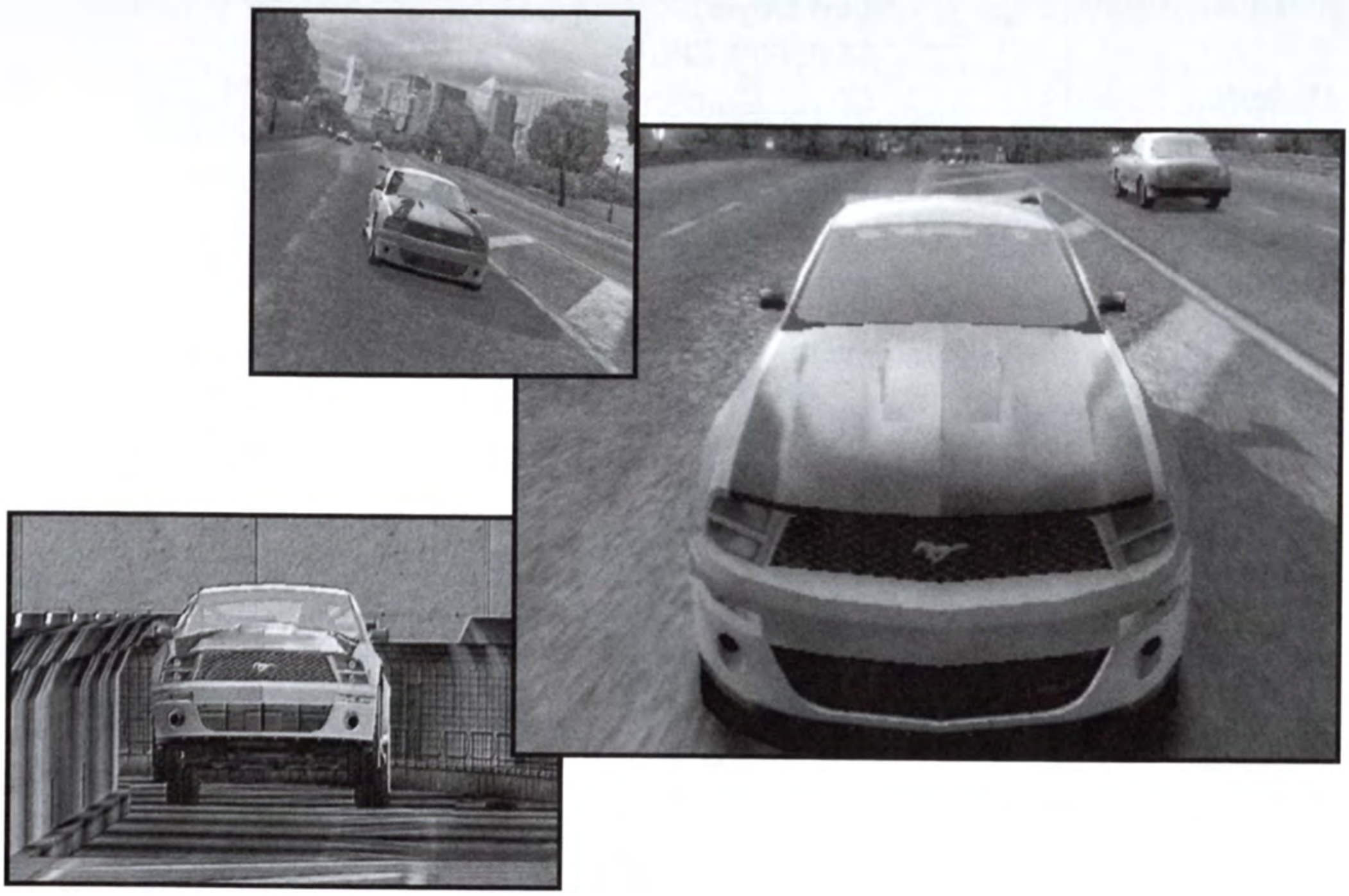
Catch Up Race

Here two players compete by outdistancing each other. The objective is to get 100 meters ahead of your rival and maintain that lead for 10 seconds. If a player manages to get sufficiently ahead of their rival, a clock starts ticking down from 10 to 0.

If the lagging player does not manage to close the distance within the time, the race stops and the player in the lead is awarded a Point.

Both players are now repositioned upon the track, but the lagging player is given a head start over the winner and the challenge continues, with the drivers again attempting to out-distance each other. The head start is cumulative, so if a player loses twice in a row, they are given double the head starts.

The 1st player to reach 10 points wins!



Credits

Developed by
Eutechnyx Limited

Managing Director
Brian Jobling

Executive Producer
Dave Thompson

Director of Business Development
Darren Jobling

Project Manager
(Coding)
Graeme Love

Creative Manager
Mark Barton

Technology Manager
Mark McClumpha

Internal Audit Manager
Jon Murray

Programming Manager
Andrew Perella

Marketing Director
Paul Jobling

Lead Designer
Kev Shaw

Car Team Manager
Neil Massam

Programming Team
Andy Buck
Ben Clark
Caleb Leeke
Chris Cummings
Craig McHugh
Dale Norton
Darryn Robson
David Hawes
Dinesh Machap
Frank Mingbo Li
Joe Stevens
John Dye
Karl Douglass
Lee Clark
Mathew Bennett
Nathan Whitaker
Peter Davies
Richard Bangs
Richard Whitehead
Steven Stewart
Tim Stephenson
Tony Carter

Graphics Team
Alan Kwok
Anthony Thornton
Chris Brown
Chris Owens
James Palmer
Joe Ells
Joe Hope
Jon Bursey
Jonathan Chater
Jonathan O'Dell
Lee Doyle
Malcolm Chater
Oliver Gainford
Paul Claessens
Paul Davidson
Phill Higgs
Rachel McClumpha
Richard Coates
Richard Wearmouth
Sam Neale
Stan Ward
Stuart Thorniley
Terry Jackson

Set Up
Graham James
James McCreadie

Internal Audit
Greg Loscombe
Sam Zaroug

Audio & SFX
Karl Douglass
Bruce Carlyon
Tim Haywood

IT Support
Marc "Kheops" Schuszler

In-House QA
Andreas Firnigl
Jonathan Urwin

Voice Scripts and Direction
Kev Shaw
Paul Jobling

Special Thanks
Amanda Jobling
Arwen Duddington
Bill Neely
Blair Roddan
Bright Lights City Cruise
Carl & Toni
Christina Fiddes
Chuck Lamothe
Curtis Baker
David Jeffries
Fred Thompson
Friendly Ford
Gaudin Ford
Jack Dinning
John Steynis
Justin Collingwood
Keith Swain
Kent Brown & Sherry
Larry Gareffa
Mark Brown
Matt Hunt
Michael Evans

Michael Stockton
Mustang Club of
Las Vegas
Richard Baxter
Ron Silva
Rosemary Temple
Stan Morris
Terry Green
Tom Simmons

Voice Talent
Glenn Wrage
Ian Porter
Engineered by
Adrian Sear at
Soundtracks Studios,
London

Additional Programming
Mere Mortals

Additional Graphics
4 Elements Media
A Carré
Alive Interactive
Art Coding
Infusion Games
Interserv
Qurios Entertainment
Sumo Digital

External SFX
Jonathan Colling at
Octagon Music
Productions

Software Technology © 2005
Eutechnyx Limited

KARMA

Karma Physics is a registered trademarkof Criterion Software Limited. Portions of this software are ©1998-2003 Criterion Software Ltd. and its Licensors.

All other trademarks, logos and copyrights are the property of their respective owners. All rights reserved.

Published by

2K Games

A Division of Take-Two Interactive, Inc.

General Manager, 2K Games Los Angeles
Bill Gross

Producer
Brian Etheridge

Senior Producer
Steve Baldoni

Product Development Coordinator
David Barksdale

Quality Assurance Director
Michael Motoda

Quality Assurance Lead Tester
Emerson Dibley

Quality Assurance Senior Tester
Alice Sebastian Jennings

Quality Assurance Standards Testers
Dave Astremitzkov
Angel Gonzalez
Greg MacCauley
Mariano Merino
Fady Nehme
Bianca Olson

Quality Assurance Team
David Bell
Dimitri Del Castillo
Manuel Diaz, III
Juan Luis Flores, Jr.
Andrew Garrett
Owen Hopson
Sean Johnson
Kristin Kerwitz
Shiloe Swisher
Tram Tran
Louise Yang
Haoyan Zhang

Additional Quality Assurance Testers
Steven Allstead, Jr.
Tristan J Clark
Christopher Cook
Daniel Eguia
Mike Greening
Matthew Hansen
Michael Huang
Kris Johnson, II
Jesse Kude
John Langkusch
Austin L Meredith
Drew Rogers
Emilio Rossal
Ben Sykes
Sergey Tiraspolsky
Tammy Wong

Director of Business Development
Andy Babb

Director of Marketing
Jean Raymond

Product Manager
Scott Brovsky

Marketing Coordinator
Kristin Ladner

AV Producer/Editor
David Saperstein

Graphic Designer
Fernando Muñoz

Production Artist
Marti Lou Maimoni

Vice President of Operations
Lorena Billig

Operations Analyst
Julian Purcell

Director of Human Resources
Suzanne Cantey

Network Administrator
Mick Fagre

Network Technician/Product Support
Adam Birstock

Production Team
Laura Battistuzzi
Jason Bergman
Andrea Borzuku
Eric Duncan
Daniel Einzig
Christoph Hartmann
Lydia Jenner
Ryan Kaminaga
Jennifer Kolbe
Richard Kruger
Susan Lewis
Chris Madgwick
Adeline Petros
Merja Reed
Dorian Rehfield
Matt Schlosberg
Sarah Seaby
Mark Ward

An EXTRA Special Thanks to
Michael Jerchower
Dana Roth
Patrick Mulligan

and...
Angel Gonzalez
for going above and beyond!

Music Credits

Soundtrax Music Services, Inc.
www.soundtrax.mu

Music Supervisor
Androo Mitchell

Assistant Music Supervisor
Tracy McAuley

"False Alarm"
Written by Jon Gooch, Shawn Vidal, Jordan Penner and Ryan Rempel
Performed by The Home Team
Published by Alcala Entertainment (ASCAP)
From the album: Time and Place
Music Delivered by Rumblefish
www.rumblefish.com

"Second Try"
Written by Marco DiFelice, Adam Mott, Rob Passero, Michael Rosenthal
Performed by Supergarage
From the album: Elvis Was Bigger Than The Beatles
Published by Supergarage Music (BMI)
Appear courtesy of Supergarage Music / Sextant Records
www.supergarage.com

"Stained & Destructed"
Written by Hollywood / Stax
Performed by Pistol Grip
From the album: Tear it All Down
Published by PG13 Music (BMI)
Appears courtesy of BYO Records
www.byorecords.com

"Intentions Change"
Written by Uncut
Performed by Uncut
From the album: Those Who Were Hung Hang Here
Published by Uncut
appears courtesy of Paper Bag Records
www.paperbagrecords.com

"Sick of Being at Home"
Written by Daniel Xavier Plante and Philippe-Aubert Messier
Performed by Poxy
Published by Position Music Publishing
From the album: Poxy
Appears courtesy of Apollo Productions
By arrangement with Position Music
www.poxy-music.com

"Rockets and Jets"
Written by Dan Phillips / Steve Visneau / Rob Marchant
Performed by Slowride
Published by Slowmag /Portly Pickle (ASCAP)
From the album: As I Survive The Suicide Bomber
Appears courtesy of Deep Elm Records
www.deepelm.com

"Winter"
Written by Dan Phillips / Steve Visneau / Rob Marchant
Performed by Slowride
Published by Slowmag / Portly Pickle (ASCAP)
From the album: As I Survive The Suicide Bomber
Appears courtesy of Deep Elm Records
www.deepelm.com

"We Woke Up a Fire"
Music Written by: A Faith Called Chaos
Lyrics by: Jon Logan Allred
Performed by A Faith Called Chaos
Published by: J.Allred, D. Hearne, A. Terrill, Z. Jobin, J.Trujillo, A.Bertholdi - (BMI)
From the album: Forgive Nothing
Appears courtesy of Volcom Entertainment
www.volcoment.com

"Right On Through"
Written by Roadsaw.
Performed by Roadsaw.
From the album: Rawk n Roll
Published by Shot From a Cannon Music (BMI)
Appears courtesy of Roadsaw, Madoak Recording
www.madoakstudio.com

"Keep Movin'"
Written by Kidd Spike
Performed by The Gears
From the album: Rockin' At Ground Zero
Published by Way Cool Music BMI
Appear courtesy of Dionysus Records
By arrangement with Natural Energy Lab
www.dionysusrecords.com

"White Dove"
Performed by The Sound of Urchin
Written by Tomato
From the forthcoming release
entitled: The Diamond
Use by permission from Songs of Media
Creature (BMI)
Appears courtesy of Hybrid Recordings
www.soundofurchin.com/
www.mediacreature.com

"The Jack-O-Lantern"
Performed by The Sound of Urchin
Written by Tomato
From the forthcoming release
entitled: The Diamond
Use by permission from Songs of Media
Creature (BMI)
Appears courtesy of Hybrid Recordings
www.soundofurchin.com/
www.mediacreature.com

"Leeches"
Performed by Last Laugh
Written by Chris Ziemba, Matt House,
Les Jollisse, Scott Fereshetian
and Chris Tobin
Used by permission from Our Last Laugh
(BMI)
Courtesy of Suburban Noize Records
By arrangement with Media Creature
Music
www.suburbannoizerecords.com/
www.mediacreature.com

"Living to Crash"
Performed by Shea Roberts
Written by Shea Roberts
Used by permission from Media Creature
Music (ASCAP)
Courtesy of Media Creature Music
www.mediacreature.com

"Make It"
Performed by Big Midnight
Written by Shea Roberts
From the Alive Records release:
Everything For The First Time
Used by permission from Media Creature
Music (ASCAP)
Courtesy of Alive Records, by exclusive
arrangement with Media Creature Music
www.alive-totalenergy.com/
www.mediacreature.com

"Wake up Call"
Written by Hawthorne Heights, whose
members include, Eron Bucciarelli,
Casey Calvert, Micah Carli, Matt Ridenour,
and JT Woodruff
Performed by Hawthorne Heights
From the album:
The Silence in Black and White
(Instrumental Version)
Published by Another Victory, ASCAP
Appears courtesy of Victory Records
www.victoryrecords.com

Notes

Warranty and Support

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K GAMES ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to $100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS
You agree not to:
(a) Commercially exploit the Software;
(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
(c) Make copies of the Software or any part thereof;
(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
(f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate
site license agreement to make the Software available for commercial use;.
(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
(h) Remove or modify any proprietary notices or labels contained on or within the Software; and
(i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component pa rts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Date and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the sate and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING
2K GAMES, 575 BROADWAY NEW YORK, NY 10012

TECHNICAL SUPPORT

For technical support, please contact our Technical Support Email: tech@globalstarsoftware.com
2K Games, 575 Broadway New York, NY 10012

ESRB RATING

This product has been rated by the entertainment software ratings board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Vehicles in this game may be different from the actual vehicles in detail, color, shape and performance. The driving depicted in this game may not be realistic and may be dangerous in real life. Do not attempt any such driving maneuvers in real life. Always wear a safety belt and always be a safe driver

© 2005 Take-Two Interactive Software, Inc. 2K Games, 2K Games logo, Take-Two Interactive Software and the Take-Two Company logo are all trademarks of Take-Two Interactive Software, Inc. Software Technology © 2005 Eutechnyx Limited. Eutechnyx and the Eutechnyx logo are registered trademarks of Eutechnyx Limited. Ford Oval and Mustang are registered trademarks owned and licensed by Ford Motor Company. Dolby Pro Logic II and the Double-D symbol are trademarks of Dolby Laboratories. © 2005 Logitech, Inc. Logitech, the Logitech logo, and the Logitech products referred to herein are either the trademarks or registered trademarks of Logitech. All other marks and trademarks are the properties of their respective owners.